

Yin-Leng Theng

List of Publications by Year in descending order

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Version: 2024-02-01

59
papers

2,439
citations

257357

24
h-index

233338

45
g-index

66
all docs

66
docs citations

66
times ranked

3049
citing authors

#	ARTICLE	IF	CITATIONS
1	Adopting evidence-based practice in clinical decision making: nurses' perceptions, knowledge, and barriers. <i>Journal of the Medical Library Association: JMLA</i> , 2011, 99, 229-236.	0.6	290
2	Conversational Agents in Health Care: Scoping Review and Conceptual Analysis. <i>Journal of Medical Internet Research</i> , 2020, 22, e17158.	2.1	259
3	Game-Based Digital Interventions for Depression Therapy: A Systematic Review and Meta-Analysis. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 519-527.	2.1	163
4	Why Students Share Misinformation on Social Media: Motivation, Gender, and Study-level Differences. <i>Journal of Academic Librarianship</i> , 2015, 41, 583-592.	1.3	156
5	Altmetrics: an analysis of the state-of-the-art in measuring research impact on social media. <i>Scientometrics</i> , 2016, 109, 1117-1166.	1.6	141
6	The Use of Videogames, Gamification, and Virtual Environments in the Self-Management of Diabetes: A Systematic Review of Evidence. <i>Games for Health Journal</i> , 2015, 4, 352-361.	1.1	112
7	Effect of Exergames on Depression: A Systematic Review and Meta-Analysis. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 34-42.	2.1	106
8	The Social Effects of Exergames on Older Adults: Systematic Review and Metric Analysis. <i>Journal of Medical Internet Research</i> , 2018, 20, e10486.	2.1	101
9	Predictors of online health information seeking behavior: Changes between 2002 and 2012. <i>Health Informatics Journal</i> , 2016, 22, 804-814.	1.1	84
10	Letâ€™s play together: Effects of video-game play on intergenerational perceptions among youth and elderly participants. <i>Computers in Human Behavior</i> , 2013, 29, 2303-2311.	5.1	78
11	A 21st century approach to tackling dengue: Crowdsourced surveillance, predictive mapping and tailored communication. <i>Acta Tropica</i> , 2014, 130, 100-107.	0.9	62
12	An Attentional Recurrent Neural Network for Personalized Next Location Recommendation. <i>Proceedings of the AAAI Conference on Artificial Intelligence</i> , 2020, 34, 83-90.	3.6	55
13	The Aging of a Young Nation: Population Aging in Singapore. <i>Gerontologist</i> , The, 2019, 59, 401-410.	2.3	54
14	Does psychological resilience mediate the impact of social support on geriatric depression? An exploratory study among Chinese older adults in Singapore. <i>Asian Journal of Psychiatry</i> , 2015, 14, 22-27.	0.9	47
15	Predictors and outcomes of nursesâ€™ use of smartphones for work purposes. <i>Computers in Human Behavior</i> , 2018, 84, 360-374.	5.1	39
16	Exergames Designed for Older Adults: A Pilot Evaluation on Psychosocial Well-Being. <i>Games for Health Journal</i> , 2017, 6, 371-378.	1.1	38
17	Wii as entertainment and socialisation aids for mental and social health of the elderly. , 2012, , .		37
18	Phrase-Level Sentiment Polarity Classification Using Rule-Based Typed Dependencies and Additional Complex Phrases Consideration. <i>Journal of Computer Science and Technology</i> , 2012, 27, 650-666.	0.9	37

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19	Improving Psychosocial Well-Being of Older Adults Through Exergaming: The Moderation Effects of Intergenerational Communication and Age Cohorts. <i>Games for Health Journal</i> , 2016, 5, 389-397.	1.1	36
20	Depression and Psychosocial Risk Factors among Community-Dwelling Older Adults in Singapore. <i>Journal of Cross-Cultural Gerontology</i> , 2015, 30, 409-422.	0.5	35
21	Lessons from learner experiences in a field-based inquiry in geography using mobile devices. <i>International Research in Geographical and Environmental Education</i> , 2012, 21, 41-58.	0.8	32
22	Evidence-based practice and related information literacy skills of nurses in Singapore: An exploratory case study. <i>Health Informatics Journal</i> , 2012, 18, 12-25.	1.1	30
23	Exergames for Older Adults with Subthreshold Depression: Does Higher Playfulness Lead to Better Improvement in Depression?. <i>Games for Health Journal</i> , 2016, 5, 175-182.	1.1	29
24	Assessing students' information literacy skills in two secondary schools in Singapore. <i>Journal of Information Literacy</i> , 2012, 6, .	0.2	29
25	Exploring prestigious citations sourced from top universities in bibliometrics and altmetrics: a case study in the computer science discipline. <i>Scientometrics</i> , 2018, 114, 1-17.	1.6	28
26	Examining the Influencing Factors of Exercise Intention Among Older Adults: A Controlled Study Between Exergame and Traditional Exercise. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 521-527.	2.1	27
27	AN INTEGRATED CLUSTERING-BASED APPROACH TO FILTERING UNFAIR MULTI-NOMINAL TESTIMONIES. <i>Computational Intelligence</i> , 2014, 30, 316-341.	2.1	26
28	Social media presence of scholarly journals. <i>Journal of the Association for Information Science and Technology</i> , 2019, 70, 256-270.	1.5	25
29	Exergames vs. traditional exercise: investigating the influencing mechanism of platform effect on subthreshold depression among older adults. <i>Aging and Mental Health</i> , 2018, 22, 1634-1641.	1.5	24
30	Reasons for Primary Medication Nonadherence: A Systematic Review and Metric Analysis. <i>Journal of Managed Care & Specialty Pharmacy</i> , 2018, 24, 778-794.	0.5	24
31	Effectiveness of eHealth Nutritional Interventions for Middle-Aged and Older Adults: Systematic Review and Meta-analysis. <i>Journal of Medical Internet Research</i> , 2021, 23, e15649.	2.1	21
32	Conversational Agent for Healthy Lifestyle Behavior Change: Web-Based Feasibility Study. <i>JMIR Formative Research</i> , 2021, 5, e27956.	0.7	20
33	Analysing researchers' outreach efforts and the association with publication metrics: A case study of Kudos. <i>PLoS ONE</i> , 2017, 12, e0183217.	1.1	19
34	A theoretical model of cyberchondria development: Antecedents and intermediate processes. <i>Telematics and Informatics</i> , 2021, 63, 101659.	3.5	19
35	Nurses' Perception of Evidence-Based Practice at the National University Hospital of Singapore. <i>Journal of Continuing Education in Nursing</i> , 2011, 42, 522-528.	0.2	18
36	Investigating effects of avatars on primary school children's affective responses to learning. <i>Journal on Multimodal User Interfaces</i> , 2012, 5, 45-52.	2.0	17

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37	On organizing and accessing geospatial and georeferenced Web resources using the G-Portal system. <i>Information Processing and Management</i> , 2005, 41, 1277-1297.	5.4	12
38	The effects of exergames on emotional well-being of older adults. <i>Computers in Human Behavior</i> , 2020, 110, 106383.	5.1	12
39	Information Literacy Skills of Humanities, Arts, and Social Science Tertiary Students in Singapore. <i>Reference and User Services Quarterly</i> , 2013, 53, 40-50.	0.1	12
40	Applying scenario-based design and claims analysis to the design of a digital library of geography examination resources. <i>Information Processing and Management</i> , 2005, 41, 23-40.	5.4	10
41	A Java-based digital library portal for geography education. <i>Science of Computer Programming</i> , 2004, 53, 87-105.	1.5	9
42	Play Mode Effect of Exergames on Subthreshold Depression Older Adults: A Randomized Pilot Trial. <i>Frontiers in Psychology</i> , 2020, 11, 552416.	1.1	8
43	Reminders for medication adherence in Type 2 diabetes management apps. <i>Journal of Pharmacy Practice and Research</i> , 2020, 50, 78-81.	0.5	7
44	Wii or Kinect? A Pilot Study of the Exergame Effects on Older Adults's™ Physical Fitness and Psychological Perception. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 12939.	1.2	7
45	Understanding the Twitter usage of humanities and social sciences academic journals. <i>Proceedings of the Association for Information Science and Technology</i> , 2018, 55, 430-439.	0.3	6
46	GeogDL: a web-based approach to geography examination revision. <i>Computers and Education</i> , 2005, 45, 57-73.	5.1	5
47	Examining Organizational, Cultural, and Individual-Level Factors Related to Workplace Safety and Health: A Systematic Review and Metric Analysis. <i>Health Communication</i> , 2021, 36, 529-539.	1.8	5
48	Exergaming as a Community Program for Older Adults: The Effects of Social Interaction and Competitive Information. <i>Journal of Aging and Physical Activity</i> , 2021, 29, 466-474.	0.5	4
49	Effective e-commerce strategies for small online retailers. <i>International Journal of Electronic Business</i> , 2009, 7, 445.	0.2	3
50	Scaffolding in information search: Effects on less experienced searchers. <i>Journal of Librarianship and Information Science</i> , 2016, 48, 177-190.	1.6	3
51	Influence of Organizational Issues on Nurse Administrators's™ Support to Staff Nurses's™ Use of Smartphones for Work Purposes in the Philippines: Focus Group Study. <i>JMIR Nursing</i> , 2020, 3, e17040.	0.7	3
52	Decision-making Factors Toward the Adoption of Smart Home Sensors by Older Adults in Singapore: Mixed Methods Study. <i>JMIR Aging</i> , 2022, 5, e34239.	1.4	3
53	New teaching and learning experience with mixed reality technologies. <i>International Journal of Arts and Technology</i> , 2008, 1, 173.	0.1	2
54	Will Your Paper Get Promoted by a Citation? A Case Study of Citation Promoter in Computer Science Discipline. <i>IEEE Transactions on Emerging Topics in Computing</i> , 2021, 9, 238-245.	3.2	2

#	ARTICLE	IF	CITATIONS
55	Investigating the Characteristics and Research Impact of Sentiments in Tweets with Links to Computer Science Research Papers. Lecture Notes in Computer Science, 2018, , 71-82.	1.0	2
56	Exploratory qualitative study for community management and control of tuberculosis in India. Acta Tropica, 2014, 132, 98-105.	0.9	1
57	Psychometric evaluation of the Smartphone for Clinical Work Scale to measure nurses' use of smartphones for work purposes. Journal of the American Medical Informatics Association: JAMIA, 2018, 25, 1018-1025.	2.2	1
58	Altmetrics for Research Impact Actuation (ARIA): An Impact Tracking Tool for Multidisciplinary and Role-based Cross-Metric Analysis. Journal of Altmetrics, 2021, 4, .	0.2	1
59	Examining the effectiveness of a holistic nutrition programme among community-dwelling elderly in Singapore. Proceedings of Singapore Healthcare, 2020, 29, 10-18.	0.2	0